

## METHOD FOR CONNECTING A HARDWARE EMULATOR TO A NETWORK

Robert M. Zeidman

## ABSTRACT OF THE DISCLOSURE

5 A system and method for connecting an electronic device to a network running at a higher speed that includes a computer for receiving data packets from the network and storing the received data packets in a first buffer. The computer next transmits the received data packets to the electronic equipment at a slower speed. The computer also receives data packets from the electronic device, and stores the data packets received from the electronic device in a second buffer. The computer then transmits the data packets received from the electronic device to the network at a higher speed.

10

卷之三